

ABSTRACT,**METHODS AND COMPONENTS FOR MECHANICAL COMPUTER**

Mechanical data transfer and signal processing systems are described, as internal parts of a complete stand-alone computer. These components for a Mechanical Computer operate under a unifying BUS methodology using a single moving path-differentiated particle for each signal. A binary wheel flip-flop component family and an advanced multi-state component family allows both conventional and highly un-conventional uses, including natural decimal BUS operations. At present, all necessary supporting components are anticipated, if not detailed. Some system details are incomplete, such as for exact component interconnection lists, sequencer lists, and host system development software, although use of such internal sequencer lists is taught. A modular or plug-in compatible packaging method is also detailed, which frees the user or experimenter from having to design individual connections.

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